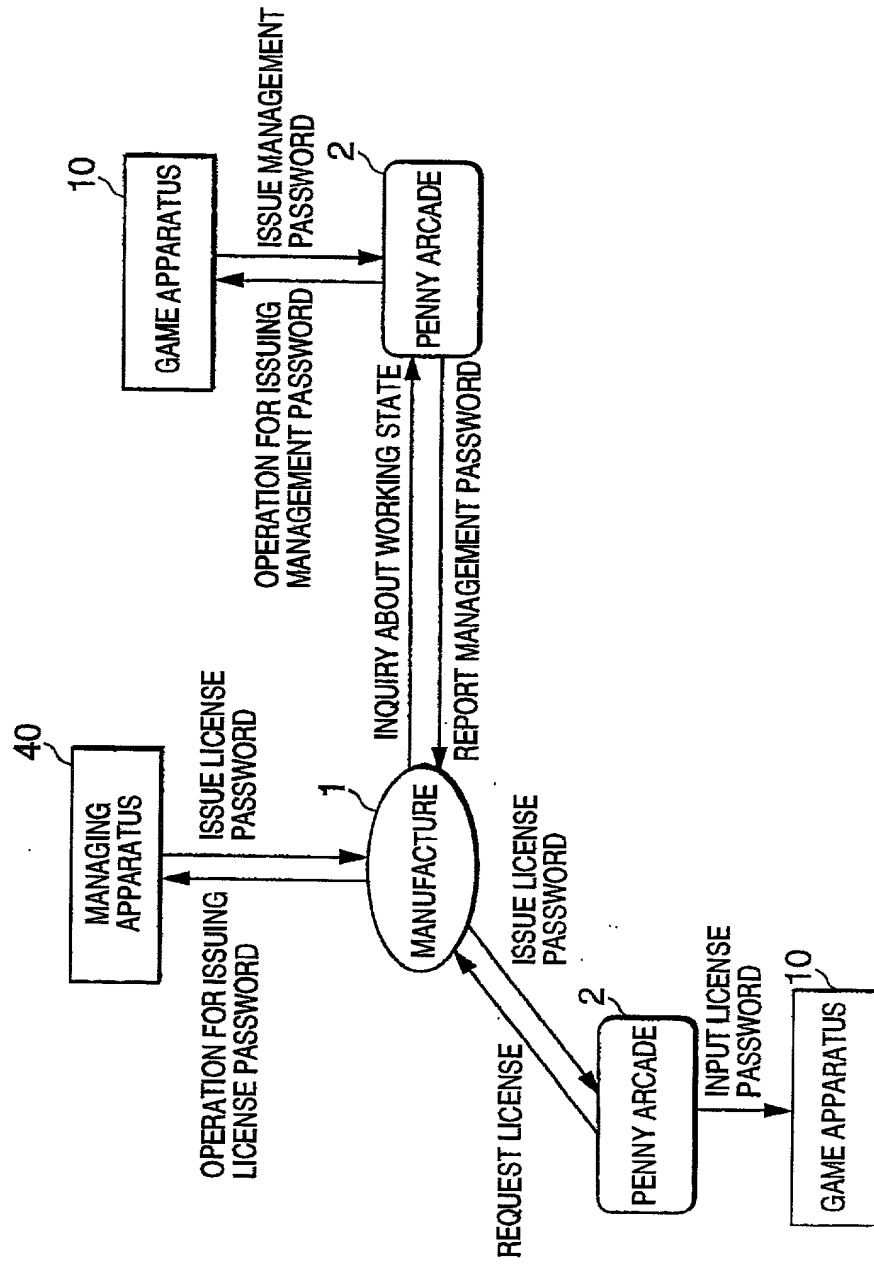


FIG. 1



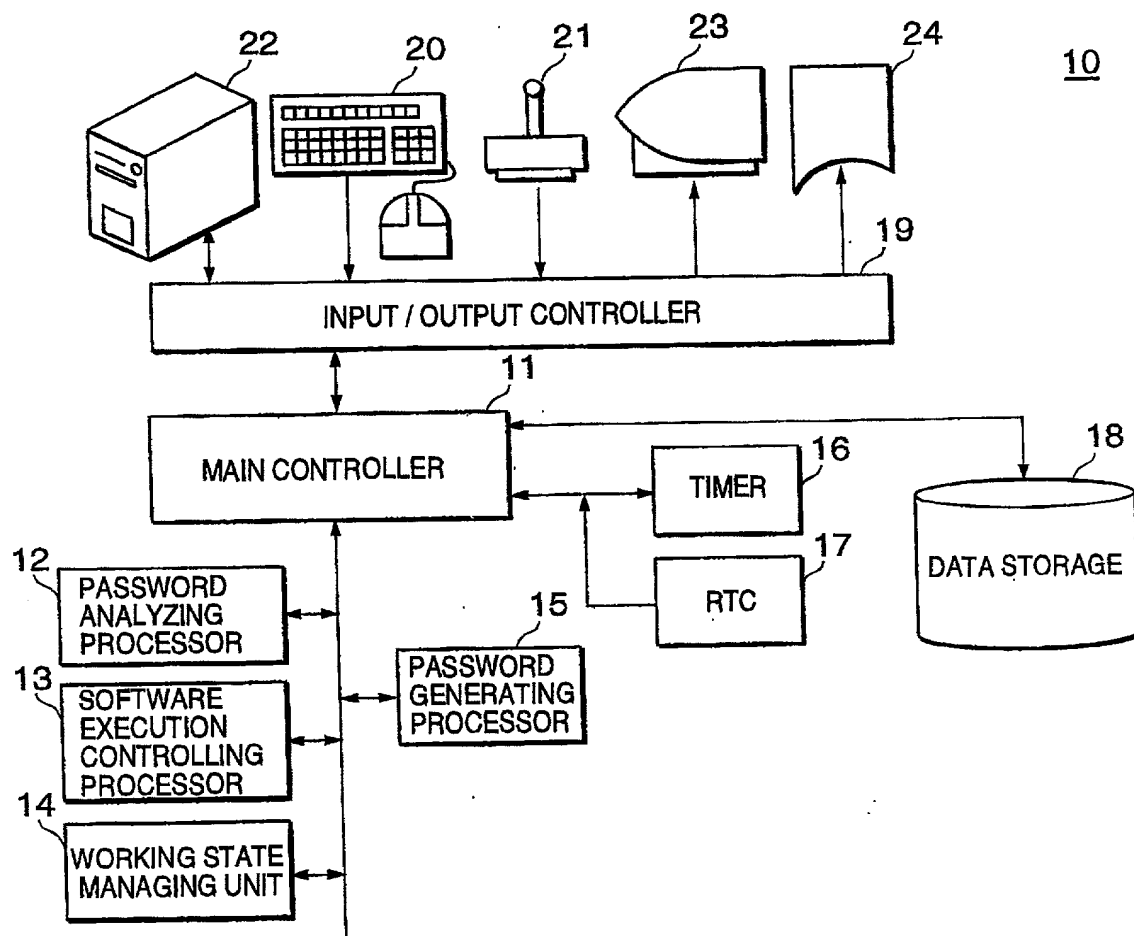


FIG. 2

FIG. 3

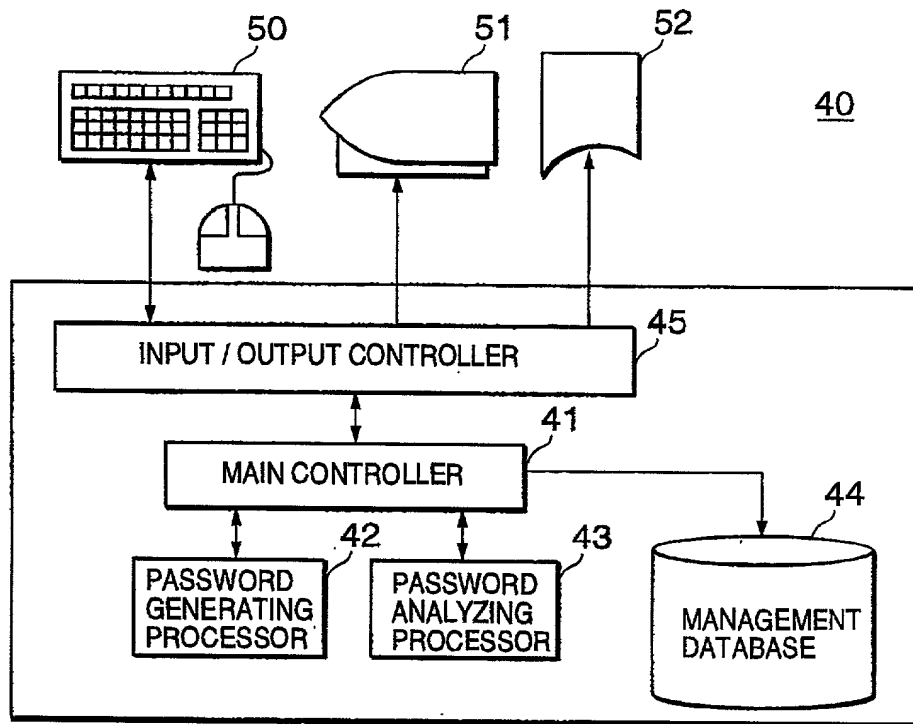


FIG. 4

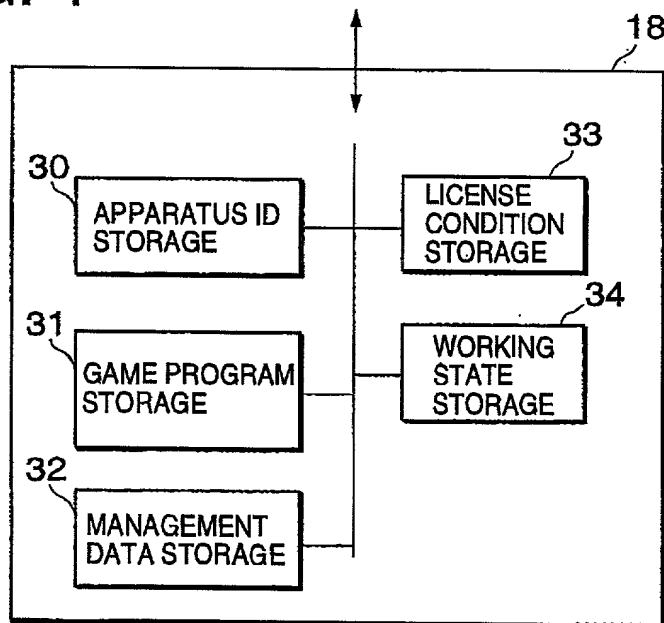


FIG. 5

APPARATUS ID	PENNY ARCADE INFORMATION	CURRENT LICENSE CONDITION	PAST LICENSE CONDITION	WORKING STATE
001	AOYAMA PENNY ARCADE	JAN. 1, 2000 TO DEC. 31, 2001	NO	15,000 YEN 3000 PLAYING TIMES
002	AKASAKA GAME SPOT	JUN. 1, 2000 TO JUN. 30, 2000	NO	250,000 YEN 2500 PLAYING TIMES
⋮	⋮	⋮	⋮	⋮
0999	KOBE GAME LAND	FEB. 1, 2000 TO DEC. 31, 2000	JAN. 1, 1999 TO JAN. 31, 1999	10,000 YEN 100 PLAYING TIMES

FIG. 6

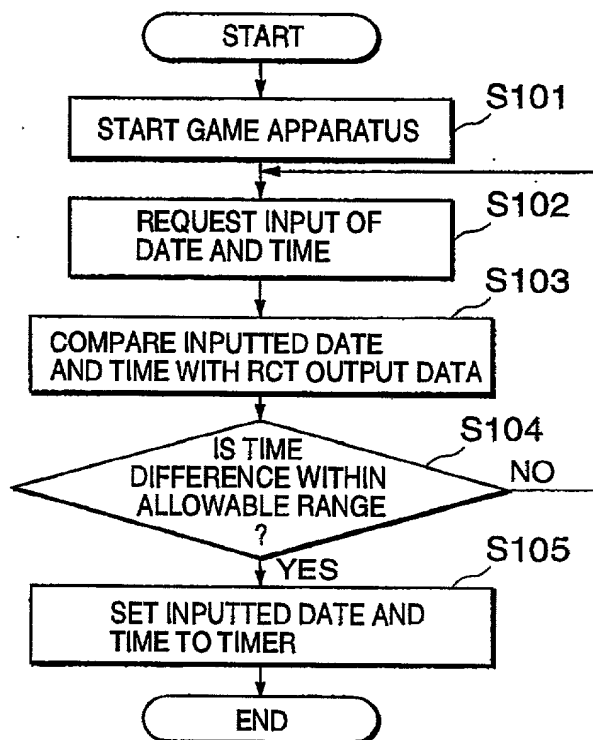


FIG. 7

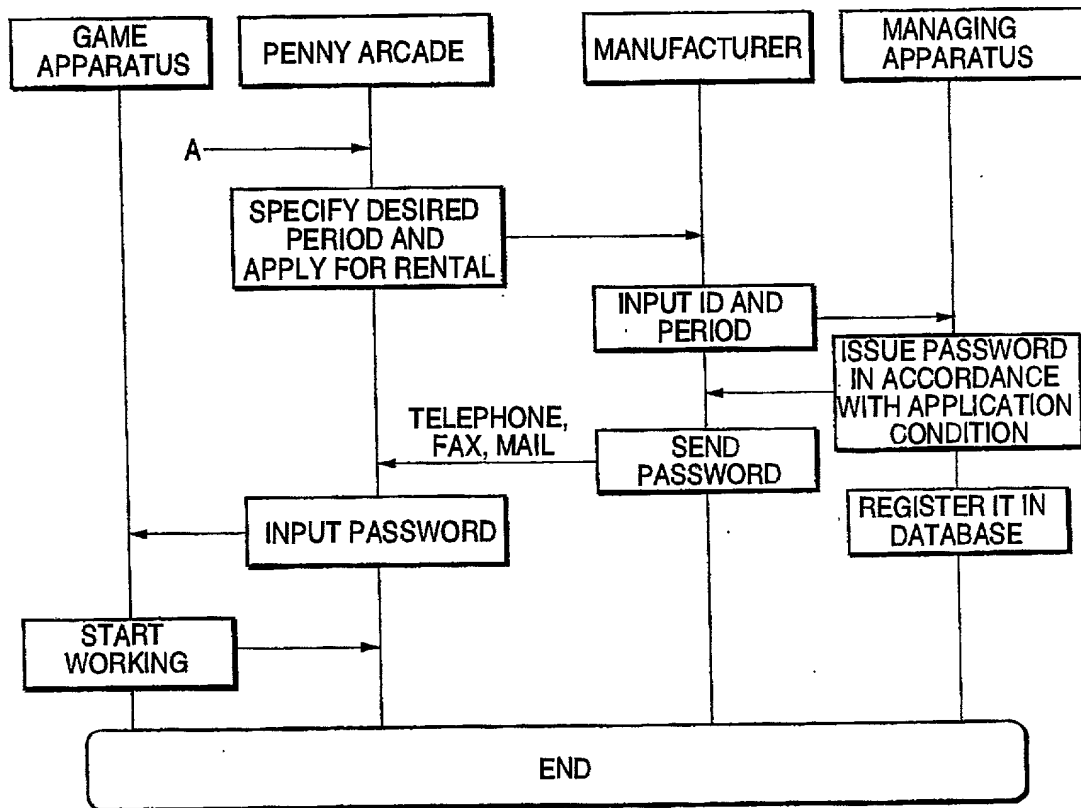


FIG. 8

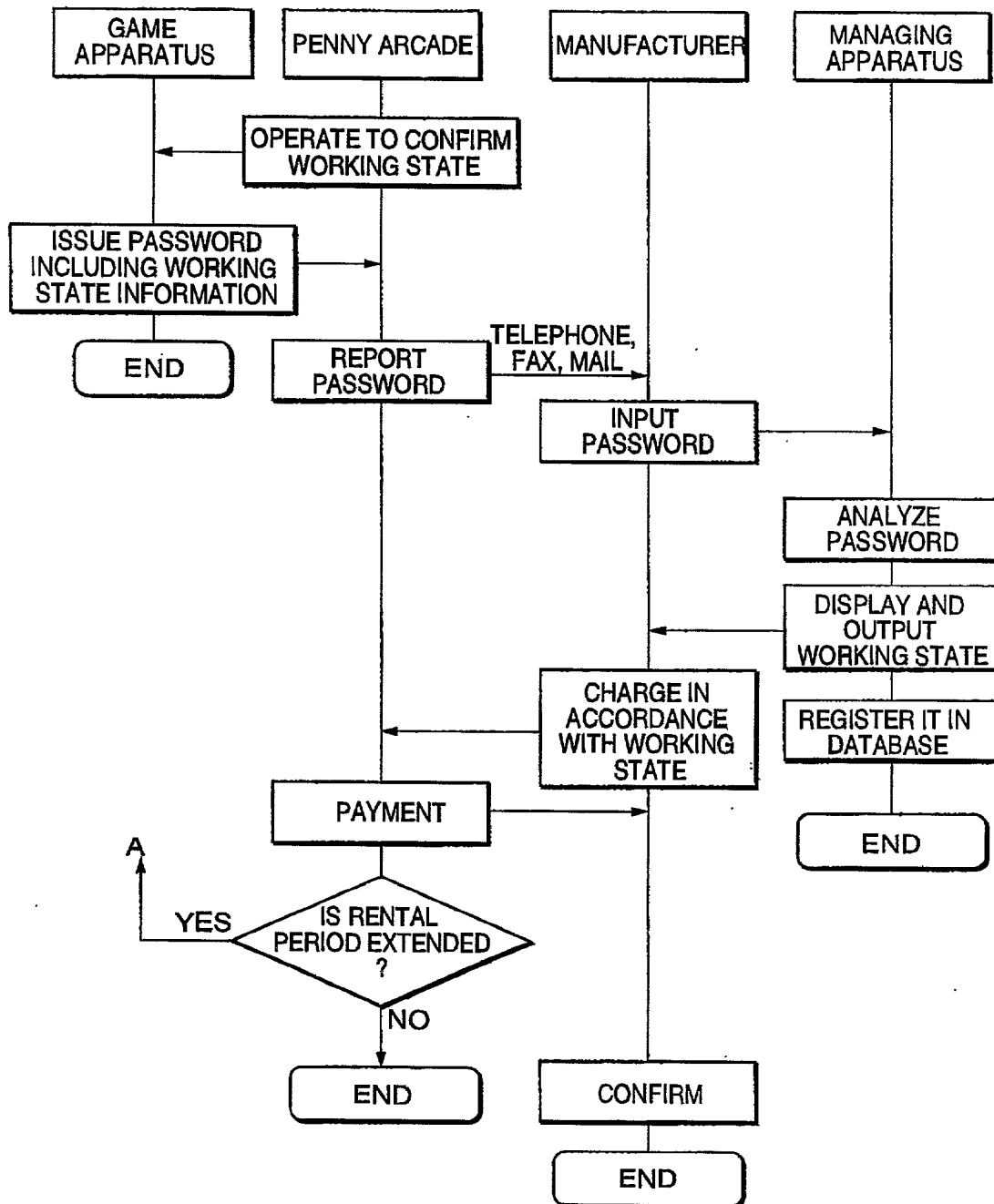


FIG. 9

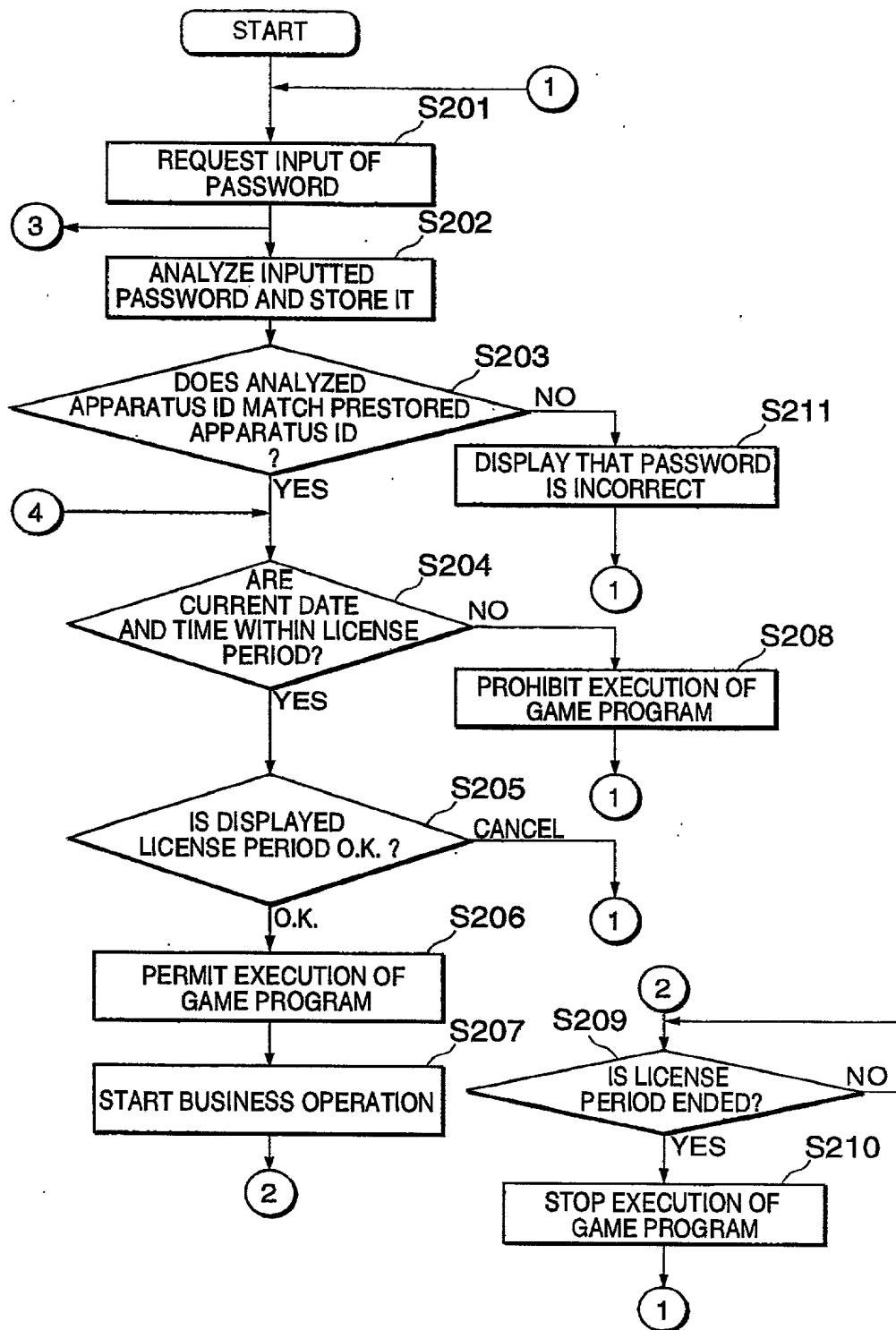


FIG. 10

INPUT GAME APPARATUS ID AND PERIOD

GAME APPARATUS ID:

START : YEAR MONTH DAY

END: YEAR MONTH DAY

~ . O . ~ ~ ~ . O . ~ ~ ~ . O . ~ ~ ~ . O . ~ ~ ~ . O . ~ ~

PASSWORD IS AS FOLLOWS

PASSWORD:

FIG. 11

INPUT PASSWORD

PASSWORD:

~ . O . ~ ~ ~ . O . ~ ~ ~ . O . ~ ~ ~ . O . ~ ~ ~ . O . ~ ~

CONFIRM YOUR RENTAL CONTENTS

MODEL :

START : YEAR MONTH DAY

END: YEAR MONTH DAY

SELECT O.K. WHEN THE RENTAL STARTING / ENDING DAY IS CORRECT.
WHEN IT IS INCORRECT, PLEASE PUSH CANCEL AND MAKE CONTACT
WITH NEAREST SALES OFFICE.

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FIG. 12

PASSWORD INDICATIVE OF CURRENT WORKING STATE

PASSWORD :

PLEASE INFORM THE ABOVE PASSWORD TO NEAREST SALES OFFICE.

FIG. 13

INPUT PASSWORD

PASSWORD:

~ . O . ~ ~ ~ . O . ~ ~ ~ . O . ~ ~ ~ . O . ~ ~ ~

WORKING STATE BASED ON PASSWORD IS AS FOLLOWS :

MODEL :

GAME APPARATUS ID :

PAYMENT WITHIN PERIOD : YEN

FIG. 14

ITEM	GAME APPARATUS ID	LICENSE METHOD	LICENSE CONTENTS
SET RANGE	FROM 001 TO 009	1: PERIOD; 2 : THE NUMBER OF PLAYING TIMES ; 3 : SALES	IN CASE OF LICENSE METHOD=2, THE NUMBER OF PLAYING TIMES IS 1 TO 9999
EXAMPLE 1	123	2	1500

FIG. 15

